

# Letting Stakeholders formalise

About the application of a less  
formalised Role Playing Game  
together with Moroccan farmers

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# Context of Tool Application

Small scale farmers in Tadla face a situation of

- increasing water scarcity
- decreasing revenues
- institutional transformation

→ reflection about current cultivation and irrigation practices became necessary



Collective projects for localised irrigation as one option proposed by Secondary Stakeholders

# Utilisation of a Role Playing Game in the design stage of a CIP

## Functions of the Role Playing Game

- enhancing the communication among farmers and supporting basic discussions about management rules
- supporting farmers to take, if the idea of a CIP is appealing to them, an ownership of it and of its implementation process and allow them to control/modify it
- allowing the group to define knowledge gaps and identify the support needed (which questions need to be answered, who can answer and how)
- awareness raising about the collective dimension of the project with the constraints, advantages and compromises that go with it
- supporting farmers to collectively lay down necessary choices regarding organizational issues that cannot be answered by external expertise



## Formalised Tool

<p>The tool <span>①.</span></p> <ul style="list-style-type: none"> <li>-would incorporate information for the representation of the environment</li> <li>-selection!</li> <li>-tacit knowledge!</li> <li>--&gt; validity to farmers)</li> </ul> <p>Reality would be structured in the tool</p>	<p>Farmers <span>②.</span></p> <ul style="list-style-type: none"> <li>-could test the rules which are incorporated in the tool</li> <li>- would reflect &amp; analyse a given institutional set-up &amp; discuss potential readjustment requirements (-&gt; CIP's adaptability)</li> <li>-through the interlinkage of individual and collective scale -&gt; feedback</li> </ul>	<p>Farmers <span>③.</span></p> <ul style="list-style-type: none"> <li>-could not easily adapt the tool to their own needs</li> </ul> <p>Researchers</p> <ul style="list-style-type: none"> <li>-can use the tool to test hypotheses</li> </ul>
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1. Initial Degree of Formalisation

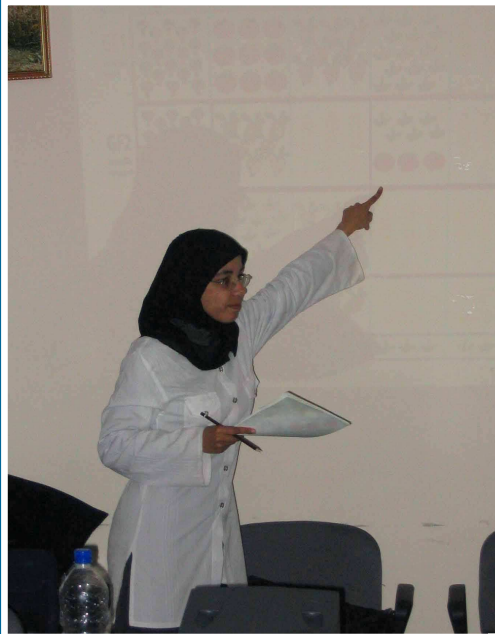
2. Stakeholders' Formalisation within the Process

3. Tool Utilisation Results

<p>The tool <span>①.</span></p> <ul style="list-style-type: none"> <li>-makes use of only the most significant data for the representation of reality</li> <li>--&gt; abstract interface</li> <li>-to leave room for stakeholders' interpretation</li> <li>-to allow for distance (creativity)</li> </ul> <p>Less Formalised Tool</p>	<p>Farmers <span>②.</span></p> <ul style="list-style-type: none"> <li>-would generate rules on the basis of tool utilisation</li> <li>-formalisation of their knowledge through a structured discussion on the basis of the simplified representation of reality</li> <li>-responsibility for the design of the institutional set-up -&gt; knowledge is owned by farmers -&gt; getting active in the process</li> <li>-no feedback structures</li> </ul>	<p>Farmers <span>③.</span></p> <ul style="list-style-type: none"> <li>-would have discussed about a CIP on their preferred level of precision</li> <li>-could adapt the tool to their own needs</li> <li>-structured their knowledge -&gt; communicated it to others</li> </ul> <p>Researchers</p> <ul style="list-style-type: none"> <li>-can analyse the impact of the process on CIP design</li> <li>-Valid insights on decision making</li> </ul>
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# Game Session I



# Game Session II





# First Results

Goal	Achievement	Status	Consequence
to enhance communication among farmers in order to improve the quality of decision making	<input checked="" type="checkbox"/> though the RPG provided room for everybody to contribute, <input checked="" type="checkbox"/> it was not used by everybody. Proposition by a farmer to design a board game to take time for decision making	✓/➔	- modification of game design (board game)
to increase awareness about the collective dimension of the CIP (constraints, advantages, promises)	<input checked="" type="checkbox"/> the goal can be said to have been achieved since farmers tried to reduce the project's collective dimension during virtual project design, e.g. opted to make one person responsible for the management of collective infrastructure	✓	
to let farmers take ownership of the project  → to support farmers in adapting a CIP to their own conditions = facilitate a collective discussion about a CIP's potential facilities' design and management = setting players in a virtual environment to remove the constraints of reality and let them constructively design a virtual reality  → to assist farmers in getting a better understanding of the stages of a CIP implementation  → to specify the further support needed from the facilitators and secondary stakeholders during the set up of a CIP (in particular for financial aspects)	<input checked="" type="checkbox"/> Farmers asked AquaStress for help finding retailers for contract cultivation, so other farmers could be motivated and obligated to produce <input checked="" type="checkbox"/> Farmers went to and asked the ORMVAT to bring their power into play regarding blocking farmers  <input checked="" type="checkbox"/> Game session: design of a CIP <input checked="" type="checkbox"/> Questionnaire: the RPG was considered useful in structuring questions concerning the layout of infrastructure <input checked="" type="checkbox"/> Questionnaire & semi-structured interview: players wanted to play their real situation  <input checked="" type="checkbox"/> Questionnaire: the RPG was considered helpful in defining everybody's responsibility and involvement in the process of realising a CIP <input checked="" type="checkbox"/> Questionnaire: the RPG was considered helpful in outlining the next steps to be taken for a CIP  <input checked="" type="checkbox"/> The lists of questions were taken as a basis for discussion with secondary stakeholders	✓   ✓ ✓  ➔  ✓  ✓	- modification of game design with stakeholders
to share information among partners (ORMVAT and AB) -> agree on their commitments and responsibilities in the set-up of real CIPs	<input checked="" type="checkbox"/> The meeting after one game session made such a discussion possible. But it disclosed that partners were not ready yet to make commitments.	✓/➔	- further coordination needed



Thank you